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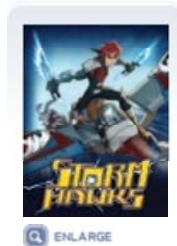
'Storm Hawks' MMORPG in the Works over at Bitcasters

By Filip Truta, Gan 4th of September 2007, 10

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The company is using the BigWorld Technology Suite in developing the game

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Hey there PC gamer! Ready for another MMO game? Well, if you're a fan of the popular Storm animated series, then you should really take a closer look at this piece of news, to see what's adding to your MMORPG collection. According to an official report, Bitcasters will be bringing the animated series to life as an MMO, using the BigWorld Technology Suite.

"When we set out to create the Storm Hawks MMO, we needed a technology solution that would allow us to bring the online story to life, and connect our worldwide audience in exciting new ways," commented Nathon Gunn, CEO of Bitcasters. "Not only has the BigWorld solution exceeded our expectations, but the continued support and training the BigWorld team have provided us with has allowed us to get further ahead in a much shorter time than would otherwise have been possible."

Just so you don't bother reading stuff that may bore you throughout the length of this... lengthy article, the game launches as late as next summer. Now, here's why the BigWorld Technology Suite is so perfect (the term cannot stand comparison, I know...) for developing the Storm Hawks MMORPG. According to the same report, the BigWorld Technology Suite is comprised of the BigWorld Server, Content Creation Tools, 3D Client Engine and Live Management Tools & Instrumentation, which they claim it is the complete next-gen MMOG solution.

Wow! Next-gen huh? Pretty scarce details for an upcoming next-gen title, I must say... Anyway, Gavin Longhurst, VP of Business Development for BigWorld said a few as well: "We're very excited to be working with Bitcasters on bringing the Storm Hawks series online." "Their talented development team has made the BigWorld's full solution to bring the great characters, great stories and the world of Atmos alive in a unique experience."

Maybe you'd like to know a little bit about BigWorld, so you can better foresee the quality of this upcoming, Storm inspired MMORPG. They're pretty young as a privately held company - formed in 2002 - based on commercializing intense R&D, which started in 1999 and continues to this day. BigWorld Pty Ltd is based in Australia and they license BigWorld Technology Suite middleware platform to game studios worldwide, in an effort to produce successful next-gen games and Online Social Worlds.

Their website is right here along with Bitcasters' right here. Stay tuned for when they roll out actual facts on the game

TAGS: Bitcasters | Storm Hawks | MMORPG | BigWorld Technology Suite | Australia

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